



TR-6S

RHYTHM PERFORMER

Parameter Guide

KIT Parameters

KIT

Parameter	Value	Explanation
Level	-INF, -53.0dB–0.0dB→+10.0dB	Specifies the volume of the kit.

KIT: REVERB

Parameter	Value	Explanation
Type	AMBI, ROOM, HALL1, HALL2, PLATE, MOD	Type of reverb
Time [KIT] + [REVERB]	0–255	Specifies the reverb time.
Level [REVERB]	OFF, 1–255	Specifies the volume of the reverb.
Pre Delay	0ms–100ms	Adjusts the time until the reverb sound appears.
Low Cut	FLAT, 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which the low-frequency region of the reverb is cut.
HighCut	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, FLAT	Specifies the frequency above which the high-frequency region of the reverb is cut.
Density	0–10	Density of reverb

KIT: DELAY

Parameter	Value	Explanation
Type	DELAY, PAN, TAPE ECHO	Selects the type of delay.
TempoSync	OFF, ON	Choose ON if you want the delay time to synchronize with the tempo.
Level [DELAY]	OFF, 1–255	Specifies the volume of the delay.
Time [KIT] + [DELAY]	(TempoSync = OFF) 0–255 (TempoSync = ON) 1/32, 1/16T, 1/32D, 1/16, 1/8T, 1/16D, 1/8, 1/4T, 1/8D, 1/4, 1/2T, 1/4D, 1/2, 1/1T, 1/2D, 1/1	Specifies the time by which the sound is delayed.
Feedback	0–255	Adjusts the amount of feedback (amount of repetition).
Reverb Send	0–255	Specifies the send level to reverb.

Parameter	Value	Explanation
DLY, PAN		
HighCut	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz, FLAT	Specifies the frequency above which the high-frequency region of the delay sound is cut.
H Damp	0.0dB–40.0dB (0.5 dB increments), -INF	Adjusts the amount by which the high-frequency region of the delay sound is cut at each repetition.
H DampF	630Hz, 800Hz, 1kHz, 1.25kHz, 1.6kHz, 2kHz, 2.5kHz, 3.15kHz, 4kHz, 5kHz, 6.3kHz, 8kHz, 10kHz, 12.5kHz	Specifies the frequency above which H Damp cuts the high-frequency region.
L Damp	0.0dB–40.0dB (0.5 dB increments), -INF	Adjusts the amount by which the low-frequency region of the delay sound is cut at each repetition.
L DampF	80.0Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Specifies the frequency below which L Damp cuts the low-frequency region.
PAN		
Tap Time	0%–100%	Adjusts the delay (tap) time of the right side, relative to the left side as 100%.
TAPE ECHO		
Mode	S, M, L, S+M, S+L, M+L, S+M+L S (Short), M (Middle), L (Long)	Selects the combination of playback heads.
Bass	-15dB–0dB–+15dB	Adjusts the low-frequency region of the echo sound.
Treble	-15dB–0dB–+15dB	Adjusts the high-frequency region of the echo sound.
Pan S	L127–CENTER–R127	Specifies the panning of the S (Short) playback head.
Pan M	L127–CENTER–R127	Specifies the panning of the M (Middle) playback head.
Pan L	L127–CENTER–R127	Specifies the panning of the L (Long) playback head.
Tape Dist	0–8	Adjusts the amount of distortion for the echo sound.
W/F Rate	0–255	Adjusts the modulation speed of wow and flutter.
W/F Depth	0–255	Adjusts the depth of wow and flutter.

KIT: MASTER FX

Parameter	Value	Explanation	
Type		Selects the type of MASTER FX. HPF: high pass filter (cuts the low-frequency region) LPF: low pass filter (cuts the high-frequency region) LPF/HPF: low pass filter / high pass filter (cuts the high-frequency or low-frequency region) H BOOST: high boost (boosts the high-frequency region) L BOOST: low boost (boosts the low-frequency region) L/H BOOST: low boost / high boost (boosts the low-frequency or high-frequency region) ISOLATOR: adjusts the balance of the low, mid, and high-frequency regions. TRANSIENT: strengthens or weakens the attack and release. TRANSIENT2: uses the attack and release to operate a filter. COMPRESSOR: compresses loud input, making the maximum levels more consistent. DRIVE: uncolored distortion. OVERDRIVE: overdrive DISTORTION: distortion FUZZ: fuzz CRUSHER: produces a lo-fi effect. PHASER: produces a phase effect. FLANGER: produces a flanging effect. SBF: side band filter (a filter that passes only specific frequency components). NOISE: adds noise.	
	HPF, LPF, LPF/HPF, H BOOST, L BOOST, L/H BOOST, ISOLATOR, TRANSIENT, TRANSIENT2, COMPRESSOR, DRIVE, OVERDRIVE, DISTORTION, FUZZ, CRUSHER, PHASER, FLANGER, SBF, NOISE		
	Sw MASTER FX [ON]	OFF, ON Turns the MASTER FX effect ON/OFF.	
	Ctrl [KIT]+ MASTER FX [CTRL]		Selects the parameter that is controlled by the MASTER FX [CTRL] knob. (HPF) Depth, Resonance (LPF) Depth, Resonance (LPF/HPF) Depth, Resonance (H BOOST) Boost, Frequency (L BOOST) Boost, Frequency (L/H BOOST) Boost, Frequency (ISOLATOR) Balance, Low, Mid, High (TRANSIENT) EnvDepth, Attack, Release (TRANSIENT2) EnvDepth, Attack, Release (COMPRESSOR) Balance, Attack, Release (DRIVE) Balance, Drive, Level, HpFreq, PreEqFreq, PreEqL, PreEqH, PostEqFreq, PostEqL, PostEqH (OVERDRIVE) Balance, Drive, Tone, Level (DISTORTION) Balance, Drive, Tone, Level (FUZZ) Balance, Drive, Tone, Level (CRUSHER) Balance, SmpRate, Filter (PHASER) Balance, Rate, Depth, Resonance, Manual (FLANGER) Balance, Rate, Depth, Resonance, Manual (SBF) Balance, BandIntrvl, BandWidth (NOISE) Color, Level
		Depth, Resonance	
		Depth, Resonance	
		Depth, Resonance	
		Boost, Frequency	
		Boost, Frequency	
		Boost, Frequency	
Balance, Low, Mid, High			
EnvDepth, Attack, Release			
EnvDepth, Attack, Release			
Balance, Attack, Release			
Balance, Drive, Level, HpFreq, PreEqFreq, PreEqL, PreEqH, PostEqFreq, PostEqL, PostEqH			
Balance, Drive, Tone, Level			
Balance, Drive, Tone, Level			
Balance, Drive, Tone, Level			
Balance, SmpRate, Filter			
Balance, Rate, Depth, Resonance, Manual			
Balance, Rate, Depth, Resonance, Manual			
Balance, BandIntrvl, BandWidth			
Color, Level			
HPF			
Depth MASTER FX [CTRL] *1	0-255	Specifies the cutoff frequency. Raising the Depth raises the cutoff frequency, deepening the HPF effect.	
Resonance MASTER FX [CTRL] *1	0-255	Specifies the amount of resonance.	
Type	-24dB, -18dB, -12dB	Specifies the filter type.	
Gain	-40dB-0dB-+40dB	Specifies the output gain of the filter.	

Parameter	Value	Explanation
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
LPF		
Depth MASTER FX [CTRL] *1	0-255	Specifies the cutoff frequency. Raising the Depth lowers the cutoff frequency, deepening the LPF effect.
Resonance MASTER FX [CTRL] *1	0-255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB-0dB-+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
LPF/HPF		
Depth MASTER FX [CTRL] *1	LPF 127-FLAT-HPF 127	Specifies the cutoff frequency. Lowering the Depth (toward LPF) produces an LPF effect, lowering the cutoff frequency. Raising the Depth (toward HPF) produces an HPF effect, raising the cutoff frequency.
Resonance MASTER FX [CTRL] *1	0-255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB-0dB-+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
H BOOST		
Boost MASTER FX [CTRL] *1	0-255	Adjusts the amount of boost.
Frequency MASTER FX [CTRL] *1	0-255	Boosts the region above the specified frequency.
Gain	-40dB-0dB-+40dB	Specifies the output gain.
L BOOST		
Boost MASTER FX [CTRL] *1	0-255	Adjusts the amount of boost.
Frequency MASTER FX [CTRL] *1	0-255	Boosts the region below the specified frequency.
Gain	-40dB-0dB-+40dB	Specifies the output gain.
L/H BOOST		
Boost MASTER FX [CTRL] *1	LOW 127-FLAT-HIGH 127	Adjusts the amount of boost. Lowering the Boost (toward LOW) boosts the low-frequency region. Raising the Boost (toward HIGH) boosts the high-frequency region.
Frequency MASTER FX [CTRL] *1	0-255	The region below or above this frequency is boosted.
Gain	-40dB-0dB-+40dB	Specifies the output gain.

Parameter	Value	Explanation
ISOLATOR		
Balance MASTER FX (CTRL) *1	OFF, 1–255	Adjusts the ISOLATOR effect. With a setting of 255, the ISOLATOR effect is at 100%.
Low MASTER FX (CTRL) *1	0dB–INF	Adjusts the level of the low-frequency region.
Mid MASTER FX (CTRL) *1	0dB–INF	Adjusts the level of the mid-frequency region.
High MASTER FX (CTRL) *1	0dB–INF	Adjusts the level of the high-frequency region.
TRANSIENT		
EnvDepth MASTER FX (CTRL) *1	0–255	Adjusts the depths of Attack and Release.
Attack MASTER FX (CTRL) *1	-128–0–+127	Emphasizes or weakens the attack.
Release MASTER FX (CTRL) *1	-128–0–+127	Emphasizes or weakens the release.
TRANSIENT2		
EnvDepth MASTER FX (CTRL) *1	0–255	Adjusts the depths of Attack and Release.
Attack MASTER FX (CTRL) *1	-128–0–+127	Adjusts the filter movement during the attack.
Release MASTER FX (CTRL) *1	-128–0–+127	Adjusts the filter movement during the release.
Q	0.125, 0.25, 0.5, 1.0, 2.0, 4.0, 8.0, 16.0	Adjusts the character of the filter.
HP Level	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the HPF level of the filter.
BP Level	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the BPF level of the filter.
LP Level	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the LPF level of the filter.
Bypass	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the bypass level.
COMPRESSOR		
Balance MASTER FX (CTRL) *1	OFF, 1–255	Adjusts the compression effect. With a setting of 255, the compression effect is at 100%.
Attack MASTER FX (CTRL) *1	0–255	Specifies the time from the moment that the input exceeds the level specified by Thre until the volume starts being compressed. As the Attack is increased (lengthening the time), the beginning of the note will no longer be compressed.
Release MASTER FX (CTRL) *1	0–255	Specifies the time from the moment that the input falls below the level specified by Thre until compression stops being applied.
Thre	-40dB–0dB	Specifies the level at which compression begins. Set a lower value for Thre if you want to apply compression deeply, or if the input level is low. Because setting a low value for Thre also lowers the output level, raise Gain to make adjustments.
Gain	-40dB–0dB–+40dB	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.

Parameter	Value	Explanation
Ratio	1: 1.00, 1: 1.12, 1: 1.25, 1: 1.40, 1: 1.60, 1: 1.80, 1: 2.00, 1: 2.50, 1: 3.20, 1: 4.00, 1: 5.60, 1: 8.00, 1: 16.0, 1: INF	Specifies the compression ratio. The higher the ratio, the more compression is applied to the sound when its level exceeds the Thre setting. If the ratio is set to 1: INF, the sound will not become any louder than the level specified by Thre.
Knee	HARD, SOFT1, SOFT2, SOFT3, SOFT4, SOFT5, SOFT6, SOFT7, SOFT8, SOFT9	Adjusts the character of the compression. HARD compresses the sound suddenly, producing a hard sound. SOFT compresses the sound gently, producing a soft sound.
DRIVE		
Balance MASTER FX (CTRL) *1	OFF, 1–255	Adjusts the drive effect. With a setting of 255, the drive effect is at 100%.
Drive MASTER FX (CTRL) *1	0–255	Adjusts the degree of distortion. Because increasing the Drive setting also increases the output level, make adjustments by lowering the Level setting.
Level MASTER FX (CTRL) *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
HpFreq MASTER FX (CTRL) *1	0–255	Specifies the frequency below which the low-frequency region of the input is cut. As the HpFreq is raised, the region being cut will extend further into the high-frequency region.
PreEqFreq MASTER FX (CTRL) *1	0–255	Specifies the center frequency of the EQ that is applied before distorting the sound.
PreEqL MASTER FX (CTRL) *1	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied before distorting the sound.
PreEqH MASTER FX (CTRL) *1	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied before distorting the sound. By slightly decreasing the highfrequency level, you can reduce the higher-order partials that are generated by distortion.
PostEqFreq MASTER FX (CTRL) *1	0–255	Specifies the center frequency of the EQ that is applied after distorting the sound.
PostEqL MASTER FX (CTRL) *1	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied after distorting the sound.
PostEqH MASTER FX (CTRL) *1	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied after distorting the sound.
OVERDRIVE		
Balance MASTER FX (CTRL) *1	OFF, 1–255	Adjusts the overdrive effect. With a setting of 255, the overdrive effect is at 100%.
Drive MASTER FX (CTRL) *1	0–255	Adjusts the depth of distortion. Because increasing Drive also increases the output level, make adjustments by lowering Level.
Tone MASTER FX (CTRL) *1	0–255	Adjusts the tone. Raising the Tone emphasizes the high-frequency region. Lowering the Tone emphasizes the low-frequency region.
Level MASTER FX (CTRL) *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
DISTORTION		

Parameter	Value	Explanation
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the distortion effect. With a setting of 255, the distortion effect is at 100%.
Drive MASTER FX [CTRL] *1	0–255	Adjusts the depth of distortion. Because increasing Drive also increases the output level, make adjustments by lowering Level.
Tone MASTER FX [CTRL] *1	0–255	Adjusts the tone. Raising the Tone emphasizes the high-frequency region. Lowering the Tone emphasizes the low-frequency region.
Level MASTER FX [CTRL] *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
FUZZ		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the fuzz effect. With a setting of 255, the fuzz effect is at 100%.
Drive MASTER FX [CTRL] *1	0–255	Adjusts the depth of distortion. Because increasing Drive also increases the output level, make adjustments by lowering Level.
Tone MASTER FX [CTRL] *1	0–255	Adjusts the tone. Raising the Tone emphasizes the high-frequency region. Lowering the Tone emphasizes the low-frequency region.
Level MASTER FX [CTRL] *1	0–255	Specifies the output level. Set this so that the volume is essentially the same whether the MASTER FX Sw is on or off.
CRUSHER		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the lo-fi effect. With a setting of 255, the lo-fi effect is at 100%.
SampleRate MASTER FX [CTRL] *1	0–255	Specifies the sampling frequency at which the crusher effect resamples the sound. Increasing the SampleRate lowers the sampling frequency, producing a more lo-fi sound.
Filter MASTER FX [CTRL] *1	0–255	Specifies the cutoff frequency of the LPF that is applied before Crusher resamples the sound. By lowering the Filter setting you can reduce harsh high-frequency noise.
PHASER		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the phase effect. With a setting of 255, the phase effect is at 100%.
TempoSync	OFF, ON	Choose ON if you want the phase effect to synchronize with the tempo.
Rate MASTER FX [CTRL] *1	(TempoSync = OFF) 0–255 (TempoSync = ON) 64.00–0.25 step (steps of 0.25)	Specifies the rate of the phase effect.
Depth MASTER FX [CTRL] *1	0–255	Specifies the depth of the phase effect.
Resonance MASTER FX [CTRL] *1	0–255	Adjusts the amount of resonance. Raising the Resonance emphasizes the effect and produces a strongly distinctive sound.

Parameter	Value	Explanation
Manual MASTER FX [CTRL] *1	0–255	Specifies the center frequency at which the phase effect is applied. By raising Manual, you can reduce the phase effect in the low-frequency region. (As necessary, lower Depth as well to lighten the phase effect)
Type	4ST, 8ST, 12ST, BI-PHASE	Selects the structure of the phaser. 4ST: 4-stage phaser (produces a light phase effect) 8ST: 8-stage phaser (produces a typical phase effect) 12ST: 12-stage phase (produces a deep phase effect) BI-PHASE: a phaser that connects two phase shift circuits in series (produces a distinctive phase effect)
FLANGER		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the flanging effect. With a setting of 255, the flanging effect is at 100%.
TempoSync	OFF, ON	Choose ON if you want the flanging effect to synchronize with the tempo.
Rate MASTER FX [CTRL] *1	(TempoSync = OFF) 0–255 (TempoSync = ON) 64.00–0.25 step (steps of 0.25)	Specifies the rate of the flanging effect.
Depth MASTER FX [CTRL] *1	0–255	Specifies the depth of the flanging effect.
Resonance MASTER FX [CTRL] *1	0–255	Adjusts the amount of resonance. Raising the Resonance emphasizes the effect and produces a strongly distinctive sound.
Manual MASTER FX [CTRL] *1	0–255	Specifies the center frequency at which the flanging effect is applied. By raising Manual, you can reduce the flanging effect in the low-frequency region. (As necessary, you can also lower Depth to make the flanging effect shallower.)
LoCutF	FLAT, 20Hz, 25Hz, 31.5Hz, 40Hz, 50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz	Cuts the frequency region below the specified frequency.
Mode	MONO, STEREO	Selects whether the flanging is modulated in the same or the opposite way for left and right. MONO: Left and right are modulated in the same way. STEREO: Left and right are modulated in the opposite way.
SBF		
Balance MASTER FX [CTRL] *1	OFF, 1–255	Adjusts the side band filter effect. With a setting of 255, the side band filter effect is at 100%.
BandIntrvl MASTER FX [CTRL] *1	0–255	Adjusts the spacing of the bands. As you raise BandIntrvl, the spacing between the bands becomes wider, so that only specific frequency regions are passed.
BandWifth MASTER FX [CTRL] *1	0–255	Adjusts the width of the bands. As you raise Band Width, the width of each band becomes narrower, so that only specific frequency regions are passed.

Parameter	Value	Explanation
Type	SBF1, SBF2, SBF3, SBF4, SBF5, SBF6	Switches the range that can be adjusted by BandIntrvl. Switch the Type if you want to narrow (or widen) the bands when adjusting BandIntrvl.
Gain	-INF, -53.0dB-0.0dB-+10.0dB	Specifies the output gain.
NOISE		
Color MASTER FX [CTRL] *1	0-255	Moves a filter that is applied to noise. If Color is set to 0, no noise is output. This parameter is intended to be controlled by the MASTER FX [CTRL] knob.
Level MASTER FX [CTRL] *1	-INF, -53.0dB-0.0dB-+10.0dB	Specifies the noise level.
Direction	UP, DOWN	Switches the direction in which the filter is moved by Color.

*1 This can be controlled by specifying the Ctrl parameter.

KIT: EXT IN

Parameter	Value	Explanation
SideChnSrc	BD, SD, LT, HC, CH, OH	Selects the instrument that is used as the trigger for the side chain effect.
SideChnType	1-8	Selects the type of side chain effect. 1: Type = Ducking, Width = 1step 2: Type = Ducking, Width = 2step, (Fast Rise) 3: Type = Ducking, Width = 1step, (Slow Rise) 4: Type = Gate, Width = 1step 5: Type = Ducking, Width = Narrow 6: Type = Ducking, Width = 2step, (Slow Rise) 7: Type = Gate, Width = Half step 8: Type = Ducking, Width = 1step, (Unique Rise)
SideChnDpt	0-255	Adjusts the depth of the side chain effect.
Gain	-40.0dB-0.0dB-+40.0dB (0.5 dB increments)	Specifies the gain.
Pan	L127-CENTER-R127	Specifies the stereo position.
ReverbSend	0-255	Adjusts the level sent to reverb.
DelaySend	0-255	Adjusts the level sent to delay.

KIT: LFO

Parameter	Value	Explanation
Waveform	SIN, TRI, SAW, SQR, S&H	Selects the LFO waveform.
Tempo Sync	OFF, ON	Choose ON if you want the LFO to synchronize with the tempo.
Rate	(TempoSync = OFF) 0-255 (TempoSync = ON) 64.00-0.25 step (steps of 0.25)	Specifies the LFO rate.

KIT: MUTE

Parameter	Value	Explanation
BD, SD, LT, HC, CH, OH *2	OFF, BD, SD, LT, HC, CH, OH	For the OpenHH sound and sample tones, you can specify that their sound be muted when another instrument is sounded. * By selecting the instrument that plays CloseHH, you can use CloseHH to close (mute) the sustained sound of OpenHH.

KIT: CTRL

Parameter	Value	Explanation
Sel [CTRL SELECT]	OFF, Pan, ReverbSend, DelaySend, LFO Depth, InstFX, User	Assigns a parameter to the [CTRL] knobs of the instrument edit section so that it can be controlled. OFF: The [CTRL] knobs do nothing. Pan: Control the pan of each instrument. ReverbSend: Control the reverb send level of each instrument. DelaySend: Control the delay send level of each instrument. LFO Depth: Control the LFO effect depth of each instrument. InstFX: Control the INST FX effect that's selected for each instrument. User: Control the parameter that's assigned for each instrument.
BD, SD, LT, HC, CH, OH *2	OFF, Pan, ReverbSend, DelaySend, LFO Depth, InstFX, (BD) Attack (SD) Snappy (FM) Morph (FM) FM Coarse (TOM) Color (SAMPLE) Coarse, Rate, Spread, BitReduce, Attack, HoldMode, HoldTime, HoldStep, FltType, FltCutoff, FltReso, FltEnvAtk, FltEnvDecay, FltEnvDepth, FltVelo	This is shown only if you've set CTRL Sel = User. It lets you assign a parameter for each instrument to the [CTRL] knobs of the instrument edit section.

KIT: COLOR

Parameter	Value	Explanation
BD, SD, LT, HC, CH, OH *2	RED, ORANGE, YELLOW, LIME, GREEN, SKYBLUE, LIGHTBLUE, BLUE, PURPLE, MAGENTA, PINK, WHITE	Specifies the color that each level fader BD-RC will be when SLIDER LED Src is set to kit. When the cursor is located at color (value), you can also specify the color by moving the slider.

*2 You can also use the instrument select [BD]-[RC] buttons to make a selection.

KIT: NAME

Parameter	Explanation
NAME	Specifies the name of the kit (maximum 16 characters).

INST Parameters

INST

Parameter	Value	Explanation
Common to all tones		
Tune [TUNE]	-128–0–+127	Adjusts the tuning (pitch).
Decay [DECAY]	0–255	Adjusts the length of the decay.
Level INST Level Slider	0–255	Specifies the level. * This parameter changes when you operate each instrument's level slider. * This adjusts the level of the sound after it has passed through INST FX.
Gain	-40.0dB–0.0dB– +40.0dB (steps of 0.5 dB)	Specifies the gain. * This adjusts the level of the sound after it has passed through INST FX.
Pan	L127–CENTER– R127	Specifies the stereo position.
ReverbSend	0–255	Adjusts the level that is sent to reverb.
DelaySend	0–255	Adjusts the level that is sent to delay.
LFO	Tune, Decay, Level, Pan, ReverbSend, DelaySend, InstFX, (BD) Attack (SD) Snappy (TOM) Color (SAMPLE) Coarse, Rate, Spread, BitReduce, Attack, HoldMode, HoldTime, HoldStep, FltType, FltCutoff, FltReso, FltEnvAtk, FltEnvDecay, FltEnvDepth, FltVelo, (FM) Morph, FM Course	Selects the parameter that is modified by the LFO.
LFO Depth	-128–0–+127	Specifies the amount that is modified by the LFO. * If the setting of the parameter to be modified is 128 (the center value), setting LFO Depth to +/-64 will cause the parameter to vary in a range of 0–255.
Only for ACB tones of the BD category		
Attack	0–255	Adjusts the attack strength of the bass drum.
Only for ACB tones of the SD category		
Snappy	0–255	Adjusts the volume of the snare wires (resonating wires) of the snare drum.
Only for ACB tones of the TOM category		
Color	-128–0–+127	(808 Low/Mid/High/Full Tom) Adjusts the amount of ambience (amount of noise).
		(808 Noise Tom L/M/H) Adjusts the amount of resonance.
		(909 Low/Mid/High Tom) Adjusts the amount of ambience (amount of noise).
		(707 Low/Mid/High/Full Tom) Adjusts the amount by which the pitch will change.
		(606 Floor/Low/High/Full Tom) Adjusts the amount of ambience (amount of noise).
Sample tone only		
Coarse Tune	-24–0–+24	Specifies the pitch in semitone steps.

Parameter	Value	Explanation
Rate	-1.00–0.00–+1.00 (steps of 0.01)	Specifies the playback direction and playback speed. +1.00: Play at the original speed. +0.99–+0.01: Play at a lower speed. 0.00: Don't play. -0.01–-0.99: Play backward at a lower speed. -1.00: Play backward.
Spread	-50–0–+50	Slightly skews the pitch between left and right, producing a stereo effect.
Bit Reduce	0–12	Adds a lo-fi effect.
Attack	0–255	Specifies the time over which the level rises.
Hold Mode	Whole, Time, Step	Selects how the sound decays. Whole: The sound is heard to the end without decaying. Time: Decay begins after a specified length of time. Step: Decay begins after a specified number of steps.
Hold Time	0–255	Specifies the time until decay begins when Hold Mode = Time. * The duration of the sound will be Attack + Hold Time + Decay.
Hold Step	0.5–128.0 (steps of 0.5)	Specifies the number of steps until decay begins when Hold Mode = Step. * The duration of the sound will be Hold Step + Decay (Attack changes within Hold Step).
Flt Type	LPF, HPF	Selects the type of filter.
Flt Cutoff	0–255	Adjusts the cutoff frequency of the filter.
Flt Reso	0–255	Adjusts the amount of filter resonance.
Flt Attack	0–255	Specifies the attack time for the envelope that varies the filter.
Flt Decay	0–255	Specifies the decay time for the envelope that varies the filter.
Flt Env	0–255	Specifies the amount by which the envelope varies the filter.
Flt Velo	0–255	Specifies the amount by which the note's velocity affects the filter.
FM tone only		
Morph	-128–0–128	Adjusts the FM setting.
Only for FM tones of the FX/HIT–OTHERS categories		
FM Coarse	-24–0–+24	Specifies the pitch in semitone steps.

MEMO

If the KIT: CTRL Sel parameter is set to "User," editing the KIT CTRL: BD–OH parameters lets you control them using the instrument edit section's [CTRL] knob (except for GAIN and LFO).

INST FX

Parameter	Value	Explanation
	Selects the type of INST FX.	
THRU		No INST FX effect is applied.
HPF		High-pass filter (cuts the low-frequency region)
LPF		Low-pass filter (cuts the high-frequency region)
LPF/HPF		Low-pass filter / High-pass filter (cuts the high or low-frequency region)
H BOOST		High boost (boosts the high-frequency region)
L BOOST		Low boost (boosts the low-frequency region)
L/H BOOST		Low boost / High boost (boosts the low or high-frequency region)
ISOLATOR		Adjusts the balance of the low, mid, and high-frequency regions.
TRANSIENT		Emphasizes or softens the attack and release.
COMPRESSOR		Compresses loud input, making the maximum levels more consistent.
DRIVE		Uncolored distortion.
COMP+DRV		Applies COMPRESSOR and then applies DRIVE (mono).
CRUSHER		Produces a lo-fi effect (mono).
SATURATOR		This effect combines overdrive and filter.
FREQ SHIFT		Converts the input to a higher or lower frequency.
RING MOD		Converts the input to a high frequency and a low frequency.
SPREAD		Adds spaciousness to the input.
HPF		
Depth INST [CTRL] *3	0–255	Specifies the cutoff frequency. Increasing the Depth value raises the cutoff frequency, deepening the HPF effect.
Resonance	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
LPF		
Depth INST [CTRL] *3	0–255	Specifies the cutoff frequency. Increasing the Depth value lowers the cutoff frequency, deepening the LPF effect.
Resonance	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.

Parameter	Value	Explanation
LPF/HPF		
Depth INST [CTRL] *3	LPF 127–FLAT–HPF 127	Specifies the cutoff frequency. Lowering the Depth value (toward LPF) applies an LPF effect, lowering the cutoff frequency. Raising the Depth value (toward HPF) applies an HPF effect, raising the cutoff frequency.
Resonance	0–255	Specifies the amount of resonance.
Type	-24dB, -18dB, -12dB	Specifies the filter type.
Gain	-40dB–0dB–+40dB	Specifies the output gain of the filter.
Clipper	OFF, ON	Turn this ON if you want to prevent excessive volume from occurring when Resonance is raised.
H BOOST		
Boost INST [CTRL] *3	0–255	Adjusts the amount of boost.
Frequency	0–255	Specifies the frequency above which the high-frequency region is boosted.
Gain	-40dB–0dB–+40dB	Specifies the output gain.
L BOOST		
Boost INST [CTRL] *3	0–255	Adjusts the amount of boost.
Frequency	0–255	Specifies the frequency below which the low-frequency region is boosted.
Gain	-40dB–0dB–+40dB	Specifies the output gain.
L/H BOOST		
Boost INST FX [CTRL] *5	LOW 127–FLAT–HIGH 127	Adjusts the amount of boost. Lowering the Boost value (toward LOW) boosts the low-frequency region. Raising the Boost value (toward HIGH) boosts the high-frequency region.
Frequency	0–255	Specifies the frequency below or above which the low or high-frequency region is boosted.
Gain	-40dB–0dB–+40dB	Specifies the output gain.
ISOLATOR		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the ISOLATOR effect. With a setting of 255, the ISOLATOR effect is at 100%.
Low	0dB–INF	Adjusts the level of the low-frequency region.
Mid	0dB–INF	Adjusts the level of the mid-frequency region.
High	0dB–INF	Adjusts the level of the high-frequency region.
TRANSIENT		
EnvDepth INST [CTRL] *3	0–255	Adjusts the intensity of Attack and Release.
Attack	-128–0–+127	Emphasizes or softens the attack.
Release	-128–0–+127	Emphasizes or softens the release.
COMPRESSOR		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the compression effect. With a setting of 255, the compression effect is at 100%.

Parameter	Value	Explanation	Parameter	Value	Explanation
Attack	0–255	Specifies the time from when the input exceeds the level specified by Thre until the volume is compressed. As you increase the Attack value (lengthening the time), the sound's attack is compressed less.	CmpBalance	OFF, 1–255	Adjusts the compression effect. With a setting of 255, the compression effect is at 100%.
Release	0–255	Specifies the time from when the input falls below the level specified by Thre until compression stops being applied.	DrvBalance	OFF, 1–255	Adjusts the drive effect. With a setting of 255, the drive effect is at 100%.
Thre	-40dB–0dB	Specifies the level at which compression begins. Set a lower value for Thre if you want to apply the effect deeply, or if the input level is low. Setting a low value for Thre will also decrease the output level, so raise the Gain to make adjustments.	CmpAttack	0–255	Specifies the time from when the input exceeds the level specified by Thre until the volume is compressed. As you increase the Attack value (lengthening the time), the sound's attack is compressed less.
Gain	-40dB–0dB–+40dB	Specifies the output level. Set this so that the volume is approximately the same whether MASTER FX Sw is on or off.	CmpRelease	0–255	Specifies the time from when the input falls below the level specified by Thre until compression stops being applied.
Ratio	1: 1.00, 1: 1.12, 1: 1.25, 1: 1.40, 1: 1.60, 1: 1.80, 1: 2.00, 1: 2.50, 1: 3.20, 1: 4.00, 1: 5.60, 1: 8.00, 1: 16.0, 1: INF	Specifies the compression ratio. The higher the ratio, the more compression is applied to levels that exceed the Thre setting. If the ratio is set to 1: INF, the sound will not become any louder than the level specified by Thre.	CmpThre	-40dB–0dB	Specifies the level at which compression begins. Set a lower value for Thre if you want to apply the effect deeply, or if the input level is low. Setting a low level for Thre will also decrease the output level, so raise the Gain to make adjustments.
Knee	HARD, SOFT1, SOFT2, SOFT3, SOFT4, SOFT5, SOFT6, SOFT7, SOFT8, SOFT9	Adjusts how compression is applied. The HARD setting applies compression abruptly, producing a hard sound. The SOFT setting applies compression gently, producing a soft sound.	CmpGain	-40dB–0dB–+40dB	Specifies the output level. Set this so that the volume is approximately the same whether MASTER FX Sw is on or off.
DRIVE			CmpRatio	1: 1.00, 1: 1.12, 1: 1.25, 1: 1.40, 1: 1.60, 1: 1.80, 1: 2.00, 1: 2.50, 1: 3.20, 1: 4.00, 1: 5.60, 1: 8.00, 1: 16.0, 1: INF	Specifies the compression ratio. The higher the ratio, the more compression is applied to levels that exceed the Thre setting. If the ratio is set to 1: INF, the sound will not become any louder than the level specified by Thre.
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the drive effect. With a setting of 255, the drive effect is at 100%.	CmpKnee	HARD, SOFT1, SOFT2, SOFT3, SOFT4, SOFT5, SOFT6, SOFT7, SOFT8, SOFT9	Adjusts how compression is applied. The HARD setting applies compression abruptly, producing a hard sound. The SOFT setting applies compression gently, producing a soft sound.
Drive	0–255	Adjusts the degree of distortion. Because increasing the Drive also increases the output level, make adjustments by lowering the Level.	DrvDrive	0–255	Adjusts the degree of distortion. Because increasing the Drive also increases the output level, make adjustments by lowering the Level.
Level	0–255	Specifies the output level.	DrvLevel	0–255	Specifies the output level. Set this so that the volume is approximately the same whether MASTER FX Sw is on or off.
HpFreq	0–255	Specifies the frequency below which the low-frequency region of the input is cut. As you raise the HpFreq value, the region being cut extends into the high-frequency region.	DrvHpF	0–255	Specifies the frequency below which the low-frequency region of the input is cut. As you raise the HpFreq value, the region being cut extends into the high-frequency region.
PreEqFreq	0–255	Specifies the center frequency of the EQ that is applied before distorting the sound.	DrvPreF	0–255	Specifies the center frequency of the EQ that is applied before distorting the sound.
PreEqL	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied before distorting the sound.	DrvPreL	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied before distorting the sound.
PreEqH	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied before distorting the sound. By slightly decreasing the high-frequency level, you can reduce the higher-order partials that are generated when the sound is distorted.	DrvPreH	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied before distorting the sound. By slightly decreasing the high-frequency level, you can reduce the higher-order partials that are generated when the sound is distorted.
PostEqFreq	0–255	Specifies the center frequency of the EQ that is applied after distorting the sound.	DrvPstF	0–255	Specifies the center frequency of the EQ that is applied after distorting the sound.
PostEqL	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied after distorting the sound.	DrvPstL	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the low-frequency level of the EQ that is applied after distorting the sound.
PostEqH	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied after distorting the sound.			
COMP+DRV					
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the overall COMP+DRV effect. With a setting of 255, the effect is at 100%.			

Parameter	Value	Explanation
DrvPstH	-INF, -53.0dB–0.0dB–+10.0dB	Specifies the high-frequency level of the EQ that is applied after distorting the sound.
CRUSHER		
Balance INST [CTRL] *3	OFF, 1–255	Adjusts the lo-fi effect. With a setting of 255, the lo-fi effect is at 100%.
SampleRate	0–255	Specifies the sampling frequency at which CRUSHER resamples the sound. Higher settings of SampleRate lower the sampling frequency, producing a more lo-fi sound.
Filter	0–255	Specifies the cutoff frequency of the LFP that is applied before CRUSHER resamples the sound. By lowering the Filter value, you can reduce harsh high-frequency noise.
SATURATOR		
PreType	Type of filter that precedes the distortion processing	
	THRU	No filter is applied
	LPF	A filter that passes the sound below the specified frequency
	HPF	A filter that passes the sound above the specified frequency
	LSV	A filter that boosts/cuts the sound below the specified frequency
	HSV	A filter that boosts/cuts the sound above the specified frequency
PreFreq	20–16000 [Hz]	Frequency at which the pre-distortion filter operates
PreGain	-24–24 [dB]	For the LSV/HSV types, the amount of boost/cut
Drive INST [CTRL] *3	0–48 [dB]	Strength of distortion
Post1Type	THRU, LPF, HPF, LSV, HSV	Type of filter 1 which follows the distortion processing
Post1Freq	20–16000 [Hz]	Frequency at which post-distortion filter 1 operates
Post1Gain	-24–24 [dB]	For the LSV/HSV types, the amount of boost/cut
Post2Type	THRU, LPF, HPF, LSV, HSV	Type of filter 2 which follows the distortion processing
Post2Freq	20–16000 [Hz]	Frequency at which post-distortion filter 2 operates
Post2Gain	-24–24 [dB]	For the LSV/HSV types, the amount of boost/cut
Post3Type	Type of filter 3 which follows the distortion processing	
	THRU	No filter is applied
	LPF	A filter that passes the sound below the specified frequency
	HPF	A filter that passes the sound above the specified frequency
	BPF	A filter that passes only the specified frequency
	PKG	A filter that boosts/cuts the specified frequency
Post3Freq	20–16000 [Hz]	Frequency at which post-distortion filter 3 operates
Post3Gain	-24–24 [dB]	For the PKG type, the amount of boost/cut
Post3Q	0.5–16.0	Width of the frequency range affected by the filter
Sense	-60–0 [dB]	Adjust this value so that the sound is not made louder when distortion is applied.
PostGain	-48–12 [dB]	Gain following distortion processing

Parameter	Value	Explanation
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)
Level	0–255	Output Level
FREQ SHIFT		
Freq INST [CTRL] *3	-8.0–0–8.0 [kHz]	Shifts the frequency in a wide range.
Fine	-500–0–500 [Hz]	Shifts the frequency in a narrow range.
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)
RING MOD		
Freq INST [CTRL] *3	0–8,000 [Hz]	Shifts the frequency in a wide range.
Fine	-128–0–127 [Hz]	Shifts the frequency in a narrow range.
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)
SPREAD		
Rate INST [CTRL] *3	OFF, 0.2–200 [Hz]	Rate of spread
Mode	SHIFT	Converts left/right in different directions.
	RING	Converts left/right by different frequencies.
Balance	OFF, 1–255	Volume balance between the dry sound (D) and effect sound (W)

*3 If you set the KIT: CTRL Sel parameter to InstFX, you can use the [CTRL] knobs of the instrument edit section to control this.

SYSTEM Parameters / UTILITY Menu

GENERAL

Parameter	Value	Explanation
LCD Contrast	1–10	Adjusts the contrast of the display.
LCD Bright	1–10	Adjusts the brightness of the display's backlight.
KnobMode	DIRECT, CATCH	DIRECT: Control data corresponding to the knob's position is always output when you move a knob. CATCH: Control data is output only after the knob passes through the parameter's current value.
ManualMode	OFF, LVL	OFF: The sound is heard according to the settings of the kit. LVL: The sound is heard at the volume of the level fader positions. Otherwise, the settings of the kit are used.
Ptn Lock	OFF, ON	Turn this ON if you want the saved pattern to be loaded when you reselect the pattern.
Start Ptn	LAST, 1-01–8-16	Specifies the pattern that is selected at start-up. If this is set to LAST, the last-selected pattern is selected at start-up.
Start Kit	LAST, 001–128	Specifies the pattern that is selected at start-up. If this is set to LAST, the last-selected pattern is selected at start-up. * If KitSel is set to PTN, and a pattern whose PTN SETTING parameter KIT Sw is ON is specified as the Start Ptn, the Start Kit setting is ignored.
TempoSrc	PTN, SYSTEM	PTN: Use the tempo specified by each pattern. SYSTEM: Always use the tempo specified by the [TEMPO] knob.
Shuffle	PTN, SYSTEM	PTN: Use the shuffle setting specified by each pattern. SYSTEM: Always use the shuffle setting specified by the [SHUFFLE] knob.
KitSel	KIT, PTN	KIT: Switching patterns does not change the kit. PTN: When you switch patterns, the kit specified by the PTN SETTING Kit parameter is selected.
M.Trig	MOMENTARY, LATCH	Selects the operation of the AUTO FILL IN [MANUAL TRIG] button. MOMENTARY: The fill-in plays only while you hold down the [MANUAL TRIG] button. LATCH: If you press the [MANUAL TRIG] button during the first half of the pattern, the fill-in is inserted immediately. If you press the [MANUAL TRIG] button during the last half of the pattern, the fill-in is inserted after waiting for the beginning of the pattern.
Weak Beat	wSHIFT, PAD	Selects how weak beats are entered during TR-REC. wSHIFT: Hold down the [SHIFT] button and press a pad [1]–[16]. PAD: Each time you press a pad [1]–[16], the setting cycles between strong → weak → off.

Parameter	Value	Explanation
Auto Save	OFF, ON	Specifies how patterns, kits, and system settings are saved. OFF: Saved when you execute the WRITE operation. ON: Automatically saved when you turn the [POWER] switch OFF. * If Ptn Lock (Pattern Lock) is ON, changes to the pattern are discarded; only changes to the kit and the system settings are automatically saved.
USB Volume	OFF, ON	Specifies whether the [VOLUME] knob will adjust (on) or will not adjust (off) the volume of "USB IN MIX." If this is off, the MIX channel volume of USB IN is fixed.

RELOAD

Function	Explanation
Pattern	Reloads the saved pattern.
Kit	Reloads the saved kit.
Inst	Reloads the saved instrument.

SAMPLE

Function	Explanation
Import	Loads an audio file from the SD card into the TR-6S (import).
Delete	Deletes a loaded (imported) user sample.
Category Name	Specifies a name (maximum 16 characters) for each category USER 01–32.
Optimize	Shows and reorganizes the available space in the user sample area of the TR-6S.

LED

Parameter	Value	Explanation
Bright	1–10	Specifies the LED brightness for the sliders and buttons.
Glow	1–10	Specifies the brightness of a dimly lit button LED.
Slider	KIT, SYSTEM	Specify the color of each level fader. KIT: Lit in the color specified by each kit. SYSTEM: Lit in the color specified by LED Slider Color.
Slider Color: BD/SD/LT/HC/CH/OH	RED, ORANGE, YELLOW, LIME, GREEN, SKYBLUE, LIGHTBLUE, BLUE, PURPLE, MAGENTA, PINK, WHITE	Specifies the color of each BD–OH level fader when LED Slider is set to SYSTEM.
Demo	OFF, 1 min–10 min	Specifies the time (minutes) until the LED demo is shown.

SYNC/TEMPO

Parameter	Value	Explanation
TempoSync	AUTO, MIDI, USB, INT	Specifies the tempo source. AUTO: If MIDI clock is input from the MIDI IN connector or the USB port, the tempo automatically synchronizes to MIDI clock. If MIDI clock is input simultaneously from the MIDI IN connector and the USB port, the USB port takes priority. MIDI: The tempo synchronizes to MIDI clock being input from the MIDI IN connector. USB: The tempo synchronizes to MIDI clock being input from the USB port. INT: The tempo operates according to the TR-8S's own setting. Use this setting if you don't want to synchronize with an external device.
Sync Out	OFF, ON	Specifies whether clock, start, and stop messages are transmitted to other devices (ON) or are not transmitted (OFF).
RxStartStop	OFF, ON	When synchronizing to external MIDI clock, specifies whether the step sequencer's start/stop is controlled from an external device (ON) or is not controlled (OFF).

MIDI

Parameter	Value	Explanation
Device ID	17–32	When transmitting and receiving system exclusive messages, the device ID numbers of both devices must match.
Omni Mode	OFF, ON	If this is ON, MIDI messages of all channels are received.
Pattern Ch	1–16	Specifies the MIDI transmit/receive channel of the pattern sequencer.
Kit Ch	1–16	Specifies the MIDI transmit/receive channel for program change messages that switch kits.
Inst Note: BD/SD/LT/HC/CH/OH/BD Alt/SD Alt/LT Alt/HC Alt/CH Alt/OH Alt	OFF (←), 0 (C-)–127 (G 9)	Specify the MIDI note number for each track's instrument, instrument alternate sound, and TRIGGER OUT.
USBMidThru	OFF, ON	Specifies whether the MIDI messages received from the USB port or MIDI IN port are retransmitted without change from the MIDI OUT connector and USB port (ON) or are not retransmitted (OFF). If this is ON, MIDI messages received at the USB port are sent to the internal sound engine and to the MIDI OUT connector, and MIDI messages received at the MIDI IN connector are combined with the messages from the internal sound engine and sent to the USB port.
Soft Thru	OFF, ON	If this is ON, MIDI messages that are input from the MIDI IN connector are retransmitted without change from the MIDI OUT connector.
Tx Prog Chg	OFF, ON	Specifies whether program change messages are transmitted (ON) or are not transmitted (OFF).

Parameter	Value	Explanation
Tx EditData	OFF, ON	Specifies whether changes to the kit settings (panel operations) are transmitted as MIDI messages (ON) or are not transmitted (OFF).
Tx Nudge	OFF, ON	Specifies whether MIDI Clock messages are transmitted when you perform NUDGE operations (ON) or are not transmitted (OFF).
Rx Prog Chg	OFF, ON	Specifies whether program change messages are received (ON) or are not received (OFF).
Rx EditData	OFF, ON	Specifies whether MIDI messages that edit the kit settings (panel operations) are received (ON) or are not received (OFF).

SOUND

Parameter	Value	Explanation
LocalSw	OFF, ON, SURFACE	Specifies how the controller section (pads [1]–[16], panel knobs, etc.) and the sequencer section (patterns) are connected to the internal sound engine. OFF: The controller section and sequencer section are internally disconnected from the internal sound engine. Sound is produced only in response to performance data from an external MIDI device. ON: The controller section and sequencer section are internally connected with the internal sound engine. Normally you will leave this setting selected. SURFACE: The controller section, sequencer section, and external MIDI device are disconnected from the internal sound engine. Choose this setting if you want operations on the TR-8S to only control an external device.

UTILITY

Function	Value	Explanation
Initialize	Pattern, Kit	Initializes a pattern or kit.
Exchange	Pattern, Kit	Changes the order of patterns or kits.
Export	Pattern, Kit	Exports a pattern or kit.
Import	Pattern, Kit	Imports a pattern or kit.
Backup	---	Backs-up data to an SD card.
Restore	---	Restores backup data from an SD card.
Factory Reset	ALL, KIT, PTN	Returns the unit to the factory settings. ALL: All settings including kits and patterns KIT: Only kit settings PTN: Only pattern settings

SD CARD

Function	Explanation
Format	Formats the SD card.

INFORMATION

Parameter	Explanation
Version	Displays the system version.

TR-6S Audio Diagram

